

## **Listing of Claims**

1. (Currently Amended)      A gaming machine comprising:
  - a display ~~displaying a number of won credits~~; and
  - a game controller
    - controlling images of symbols to be displayed on the display,
    - effecting on the display a bonus feature wherein at least a first outcome is guaranteed to be a successful outcome resulting in credits,
    - offering through the display a choice to select between continuing the bonus feature, and ending the bonus feature, and,
    - if the choice selected is (a) continuing the bonus feature, determining (1) a subsequent prize for a successful subsequent outcome, and (2) a variable probability of the successful subsequent outcome based on the subsequent prize for the successful subsequent outcome and an amount of said credits; and
    - generating a subsequent outcome ~~based on said~~ utilizing the variable probability,
    - if the subsequent outcome is a successful outcome, offering through the display the choice of continuing with the bonus feature but,
    - if the subsequent outcome is an unsuccessful outcome, (1) ending the bonus feature, and (2) forfeiting at least a portion of said amount of said credits.
2. (Previously Presented)      The gaming machine of claim 1, wherein the game controller effects the bonus feature when a predetermined trigger condition occurs in a base game.
3. (Previously Presented)      The gaming machine of claim 1, wherein the display displays a payable that indicates a number of credits that will be paid for various successful outcomes which occur during the playing of the bonus feature.

4. (Previously Presented) The gaming machine of claim 3, wherein the display includes a prize meter which provides a cumulative total of credits won due to successful outcomes which have occurred during the playing of the bonus feature.

5. (Canceled)

6. (Canceled)

7. (Previously Presented) The gaming machine of claim 1, wherein the choice is continuing the bonus feature, the game controller determines the prize for a successful subsequent outcome using a weighted random selection.

8. (Canceled)

9. (Currently Amended) The gaming machine of claim 1, wherein the probability of a successful subsequent outcome is determined by the following equation:

$$P_s = \frac{\text{Number of credits that may be lost} \text{ said amount of credits}}{\text{Number of credits that may be lost of said amount of credits} + \text{New prize said determined subsequent prize}}.$$

10. (Previously Presented) The gaming machine of claim 1, further comprising a selector receiving an input choice between continuing and ending the bonus feature.

11. (Currently Amended) The gaming machine of claim 1, wherein if the subsequent outcome is an unsuccessful outcome, ending the bonus feature includes forfeiting credits said amount of credits.

12. (Currently Amended) A method of playing a game on a game playing apparatus, the method comprising:

displaying ~~a number of won credits, and~~ a bonus feature guaranteeing a successful first outcome resulting in credits;

offering a choice to select between (a) continuing the bonus feature and (b) ending the bonus feature;

if the choice selected is (a) continuing the bonus feature, determining (1) a subsequent prize for a successful subsequent outcome, and (2) a variable probability of the successful subsequent outcome based on the subsequent prize for the successful subsequent outcome and an amount of said credits;

generating a subsequent outcome ~~based on said~~ utilizing the variable probability,

if the subsequent outcome is a successful outcome, offering through the display the choice of continuing with the bonus feature; and

but, if the choice results in an unsuccessful outcome, ending the bonus feature and forfeiting at ~~most~~ least a portion of ~~the~~ said credits.

13. (Previously Presented) The method of claim 12, further comprising triggering the bonus feature when a predetermined trigger condition occurs in a base game.

14. (Previously Presented) The method of claim 12, further comprising displaying a paytable on a screen display of the bonus feature, the paytable indicating a number of credits that will be paid for various successful outcomes of the bonus feature.

15. (Previously Presented) The method of claim 14, further comprising displaying a prize meter providing a cumulative total of the number of credits won due to successful outcomes.

16. (Canceled)

17. (Canceled)

18. (Previously Presented) The method of claim 12, further comprising if the choice is continuing the bonus feature, determining the prize for a successful subsequent outcome with a weighted random selection.

19. (Canceled)

20. (Currently Amended) The method of claim 12, wherein determining the probability of a successful subsequent outcome comprises using the following equation:

$$P_s = (\text{Number of credits that may be lost } \underline{\text{said amount of credits}}) / (\text{Number of credits that may be lost } \underline{\text{said amount of credits}} + \text{New prize } \underline{\text{said determined subsequent prize}}).$$

21. (Currently Amended) The method of claim 12, further comprising if the subsequent outcome is an unsuccessful outcome, forfeiting credits said portion of said amount of credits.